**What about Asynchronous Callbacks?**

In JavaScript, when all the execution contexts finishes firing up then JavaScript looks for Event Queue i.e. when to fire up certain function based on the Event Listener mentioned in the code.

**Example:**

$(‘body’).on(‘click’, function() {

console.log(‘Just Clicked');

});

When you run the above code, The ‘Click’ event will be lined up in the Event Queue.

Once its done running the event the ‘Event Queue' then it keeps on running the ‘Event Loop’. Which basically looks for a listener or handler which has a anything assigned against it.

There are 3 engines in the browser:

1. JavaScript Engine - Which deals with JavaScript
2. Render Engine - Which does the rendering i.e. Html or CSS styles
3. Http Engine - This is the engine JavaScript engine deals for http requests.

Once the execution stack finishes then it will look for Event Queue in a lexical manner. Which means depending on which one is mentioned first then it will work on the second than the third engine. Once its finished loading, then it will keep on running in the loop.